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	DB=USPT; THES=ASSIGNEE; PLUR=YES; OP=ADJ		
<u>L19</u>	L18 and 14	16	<u>L19</u>
<u>L18</u>	L16 and (object$ near10 (matrix or switch$))	69	<u>L18</u>
<u>L17</u>	L16 and (object$ near10 (matrix adj switch$))	1	<u>L17</u>
<u>L16</u>	L15 and ((chang$ or edit$ or modif$ or updat$) near5 (propert$ or value$1 or object$1))	349	<u>L16</u>
<u>L15</u>	((object$1 near5 dynamic$) same (object$1 near5 static$))	545	<u>L15</u>
	DB=USPT,PGPB,JPAB,EPAB,DWPI,TDBD; THES=ASSIGNEE; *PLUR=YES; OP=ADJ*		
<u>L14</u>	L13 and array	24	<u>L14</u>
<u>L13</u>	L12 and media	45	<u>L13</u>
<u>L12</u>	L10 and (object$ near10 (matrix or switch$))	63	<u>L12</u>
<u>L11</u>	L10 and (object$ near10 (matrix adj switch$))	16	<u>L11</u>

L10	L8 and ((chang$ or edit$ or modif$ or updat$) near5 (propert$ or value$1))	282	L10
L9	L8((chang$ or edit$ or modif$ or updat$) near5 (propert$ or value$1))	2	L9
L8	((object$1 near5 dynamic$) same (object$1 near5 static$))	922	L8
L7	L6 and (object$ near10 (matrix adj switch$))	8	L7
L6	L5 and ((chang$ or edit$ or modif$ or updat$) near5 value$1)	76	L6
L5	L4 and ((object$1 near5 dynamic$) same (object$1 near5 static$))	212	L5
L4	L3 or l2 or l1	40256	L4
L3	((717/100 |717/101 |717/102 |717/103 |717/104 |717/105 |717/106 |717/107 |717/108 |717/109 |717/110 |717/111 |717/112 |717/113 |717/114 |717/115 |717/116 |717/117 |717/118 |717/119 |717/120 |717/121 |717/122 |717/123 |717/124 |717/125 |717/126 |717/127 |717/128 |717/129 |717/130 |717/131 |717/132 |717/133 |717/134 |717/135 |717/136 |717/137 |717/138 |717/139 |717/140 |717/141 |717/142 |717/143 |717/144 |717/145 |717/146 |717/147 |717/148 |717/149 |717/150 |717/151 |717/152 |717/153 |717/154 |717/155 |717/156 |717/157 |717/158 |717/159 |717/160 |717/161 |717/162 |717/163 |717/164 |717/165 |717/166 |717/167)!.CCLS.)	4455	L3
L2	((710/1 |710/2 |710/3 |710/4 |710/5 |710/6 |710/7 |710/8 |710/9 |710/10 |710/11 |710/12 |710/13 |710/14 |710/15 |710/16 |710/17 |710/18 |710/19 |710/20 |710/21 |710/22 |710/23 |710/24 |710/25 |710/26 |710/27 |710/28 |710/29 |710/30 |710/31 |710/32 |710/33 |710/34 |710/35 |710/36 |710/37 |710/38 |710/39 |710/40 |710/41 |710/42 |710/43 |710/44 |710/45 |710/46 |710/47 |710/48 |710/49 |710/50 |710/51 |710/52 |710/53 |710/54 |710/55 |710/56 |710/57 |710/58 |710/59 |710/60 |710/61 |710/62 |710/63 |710/64 |710/65 |710/66 |710/67 |710/68 |710/69 |710/70 |710/71 |710/72 |710/73 |710/74)!.CCLS.)	10344	L2
L1	((709/200 |709/201 |709/202 |709/203 |709/204 |709/205 |709/206 |709/207 |709/208 |709/209 |709/210 |709/211 |709/212 |709/213 |709/214 |709/215 |709/216 |709/217 |709/218 |709/219 |709/220 |709/221 |709/222 |709/223 |709/224 |709/225 |709/226 |709/227 |709/228 |709/229 |709/230 |709/231 |709/232 |709/233 |709/234 |709/235 |709/236 |709/237 |709/238 |709/239 |709/240 |709/241 |709/242 |709/243 |709/244 |709/245 |709/246 |709/247 |709/248 |709/249 |709/250 |709/251 |709/252 |709/253 |709/310 |709/311 |709/312 |709/313 |709/314 |709/315 |709/316 |709/317 |709/318 |709/319 |709/320 |709/321 |709/322 |709/323 |709/324 |709/325 |709/326 |709/327 |709/328 |709/329 |709/330 |709/331 |709/332)!.CCLS.)	27411	L1

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Searching for **matrix switch and dynamic**

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<u>An Experimental System for Distributed Classroom Education - Ørbæk</u> <u>(Correct)</u>
the hardware devices including an audio/video **matrix switch**. Conference setup and control utilizes a addresses circumvents a number of problems with **dynamic** allocation of such addresses when a traditional bounds. The compiler and linker are called, and a **dynamic**ally loadable library is created. The compiled
ftp.daimi.au.dk/pub/empl/poe/dwit-terena.pdf

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<u>A Methodology for Rapid Prototyping of Analog Systems - Sree Ganesan And (1999)</u> <u>(Correct)</u>
FPAA devices communicating through analog **switch matrix** interconnect. 2.1. Target FPAA Architecture capacitor values are set using static switches. **Dynamic** switches make the capacitor function equivalent SFG Covering: Efficient algorithms for using **dynamic** programming have been developed for tree
www.ece.uc.edu/~ddel/publications/ganesan-iccd-99.ps

<u>Prototype Bunch Killer System At Srrc - Jan, Chen, Kuo, Lin, Pan, Lin, Hsu</u> <u>(Correct)</u>
force to selected bunch. Impulse Generator **Switch Matrix** Delay Generator Gating Circuit frev b f of the detail shown at figure 4(c)Due to limited **dynamic** range of the observation by oscilloscope, the
www.aps.anl.gov/conferences/mirrored/www.cern.ch/accelconf/p95/ARTICLES/MPQ/MPQ16.PDF

<u>LAN Switching and LAN Switching and Traffic Classes - Jain</u> <u>(Correct)</u>
Adaptive Cut-through (after 64 bytes) q **Switch Matrix**: Cell vs Frame switching m Frame switching 802.1p standard on traffic classes in LANs and **Dynamic** multicast q Generic Attribute Registration switching mostly q Buffer Sharing: Static or **dynamic** (based on usage)Input or output buffer Raj
ftp.netlab.ohio-state.edu/pub/jain/courses/cis788-97/h_6lsw2.ps

<u>Scaling WDM Slotted Ring Networks - Alberto Bononi</u> <u>(Correct)</u>
could be implemented by an NxN crossbar (or **matrix) switch**, as shown in Fig. 2 (top)which consists of port, and the rest are lost. However, if the **switch matrix** is speeded up by a factor L, less cells are node. By placing a number of 2x2 unbuffered WDM **dynamic** routers (each being a stack of independently
com.tlc.unipr.it/bononi/CISS98ring.ps.gz

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<u>Synchronization Architecture and Protocols for a Multimedia.. - Lamont, Georganas (1994)</u> (Correct)
<u>(8 citations)</u>
such as remote document creation/**editing, multimedia** news services, etc. The presentation of
the spatio-temporal integration of the multimedia **objects** [1]The temporal integration produces the
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<u>Synchronization of Multimedia Data for a Multimedia.. - Lamont, Li, al. (1996)</u> (Correct) <u>(5 citations)</u>
such as remote document creation/**editing, multimedia** news services, etc. The presentation of
the spatio-temporal integration of the multimedia **objects** [1] The temporal integration produces the
produces the required presentation sequence of the **objects**. Multimedia integration can be described by
www.mcrlab.uottawa.ca/papers/JSAC.96-Georganas.ps.gz

<u>Multiviews Interfaces for Multimedia Authoring Environments - Jourdan, Roisin, Tardif (1998)</u> (Correct)
<u>(1 citation)</u>
document should be executed. Toward direct **multimedia editing** In this attempt to apply Wysiwyg paradigm
multimedia document is defined as a set of (basic) **objects** spatially and temporally organized and on which
specification of the temporal composition of media **objects** either by absolute placements [12]by
ftp.inrialpes.fr/pub/opera/publications/mmm98.ps.gz

<u>Multimedia Applications Development: Experiences - Georganas (1997)</u> (Correct) <u>(1 citation)</u>
tele-conferencing with joint text **editing, multimedia** mail, multimedia fax, multimedia
spatial or even logical relationship between **objects**, data entities or media streams[1]In the
used in our prototype were developed using an **object**-oriented multimedia user interface development
www.mcrlab.uottawa.ca/papers/JMTAP.Georganas.ps.gz

<u>Centralized and Distributed Architectures for Multimedia.. - Lamont, Li, Georganas</u> (Correct)
such as remote document creation /**editing, multimedia** news services, etc. The presentation of
the spatio-temporal integration of the multimedia **objects** [The temporal integration produces the
produces the required presentation sequence of the **objects**. Multimedia integration can be described by
www.mcrlab.uottawa.ca/papers/bisle94.ps.gz

<u>Comparison of Transform Coding Techniques for Two-Dimensional.. - Chang (1993)</u> (Correct)
chroma-keyed TV weather reporter) 1,7]In **multimedia editing** systems, users can create AS video **objects**
coding, arbitrarily-shaped image segments, **object**-oriented video coding, structured video. 3 1.
multimedia video services, displayed video **objects** can in general be rectangular (e.g. window
ftp.ctr.columbia.edu/CTR-Research/advent/public/papers/94/chang94b.ps

<u>Design of Virtual 3D Instruments for Musical Interaction - Mulder, Fels</u> (Correct)
control, virtual sculpting, sound **editing, multimedia** mapping, musical instrument design,
Max/FTS, running on an SGI Onyx, with software **objects** to interface CyberGloves and Polhemus sensors
sensors and to compute human movement and virtual **object** features. Virtual input devices with behaviours
www.cs.sfu.ca/~amulder/personal/vmi/ss/GI99-p.ps.gz

<u>Multimedia Authoring: A 3D Interactive Visualization Interface.. - Nabil Laya</u> (Correct)
hight cognitive overload. The complexity of **editing multimedia** documents is mainly related to the various
synchronization, spatial placement of multimedia **objects** and resource attribution. It is therefore
by bringing some autonomy to the multimedia **objects**, looses the global vision of the document

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Searching for dynamic and static and multimedia

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Every Joule is Precious: The Case for Revisiting Operating .. - Vahdat, Lebeck, Ellis (2000)   (Correct) (19 citations)
management strategies. We consider both **static** and **dynamic** hardware policies for determining the power
power management strategies. We consider both **static** and **dynamic** hardware policies for determining the
to support more demanding applications (e.g.**multimedia**) while the demand for longer battery life also
www.cs.duke.edu/~vahdat/ps/sigops00.pdf

One or more of the query terms is very common - only partial results have been returned. Try Google (RI).

Power Aware Page Allocation - Alvin Lebeck Dept (2000)   (Correct)   (16 citations)
the interaction of page placement with **static** and **dynamic** hardware policies to exploit these emerging
we explore the interaction of page placement with **static** and **dynamic** hardware policies to exploit these
to support more demanding applications #e.g.**multimedia**# while the demand for longer battery life also
www.cs.duke.edu/~alvy/papers/CS-2000-08.pdf

Dynamically Exploiting Narrow Width Operands to Improve.. - Brooks, Martonosi (1999)   (Correct) (24 citations)
Dynamically Exploiting Narrow Width Operands to Improve
we can exploit them more often than with a purely-**static** approach. Thus, our approach will remain useful
most major processor families have introduced "**multimedia**" instruction set extensions that operate in   ·
www.ee.princeton.edu/~mrm/papers/hpca99.ps

The Hybrid Tree: An Index Structure for High Dimensional.. - Chakrabarti, Mehrotra (1999)   (Correct) (18 citations)
functions [2] and (3) they are not suitable for **dynamic** database environments. While the DR approach has
data, fixed distance function, more or less **static** datasets)a robust solution to feature indexing
for indexing spatial data, are not suitable for **multimedia** feature indexing due to (1) inability to scale
www-db.ics.uci.edu/pages/publications/1999/TR-MARS-99-01.ps

A Model for the Prediction of R-tree Performance - Theodoridis, Sellis (1996)   (Correct)   (45 citations)
index, a fact that makes it a useful tool for **dynamic** spatial databases. Several experiments on
known in advance (i.e.it is applicable only to **static** databases)Sellis et al. SRF87] proposed the R
applications, including Spatial, Image and **Multimedia** Database Systems. In recent years, several data
ftp.dbnet.ece.ntua.gr/pub/papers/publish/1996/TS96.ps.Z

Automatic Temporal Layout Mechanisms - Buchanan, Zellweger (1993)   (Correct)   (61 citations)
power of documents by allowing authors to combine **dynamic** media segments with predictable behavior, such
Palo Alto Research Center Abstract A traditional **static** document has a spatial layout that indicates
where objects in the document appear. Because **multimedia** documents incorporate time, they also require a
casaturn.kaist.ac.kr/~khpyun/papers/os/p341-buchanan.pdf.gz

Scalable Processors in the Billion-Transistor Era: IRAM - Kozyrakis, Perissakis.. (1997)   (Correct)   (28 citations)

is to use the on-chip realestate for **dynamic** RAM (DRAM) memory instead of SRAM caches. It is
budget within microprocessor chips is devoted to **static** RAM (SRAM) caches. For instance, almost half of
microprocessor. Emerging applications like **multimedia** (video, image, and audio processing) are
goethe.ira.uka.de/ungerer/Prozessorarchitektur/IRAM%28Sept97%29.pdf

An Empirical Evaluation of Client-side Server Selection.. - Dykes, Robbins, Jeffery (2000)   (Correct)

(8 citations)
median bandwidth and the other median latency, a **dynamic** probe algorithm, two hybrid algorithms, and
performance estimators, fall into three classes: **static**, statistical, and **dynamic**. **Static** estimators are
to areas other than Web caching and replication. **Multimedia** content providers could offer clients a choice
www.ieee-infocom.org/2000/papers/700.pdf

Merging Video Streams in a Multimedia Storage Server.. - Lau, Lui, Golubchik (1998)   (Correct)   (18 citations)
efficient heuristic algorithms for both **static** and **dynamic** versions of the stream merging problem. 1
proposed in [5]In this paper, we formalize a **static** version of the stream merging problem, derive an
Merging Video Streams in a **Multimedia** Storage Server: Complexity and Heuristics
www.cs.cuhk.hk/~cslui/PUBLICATION/merging.ps.gz

Studying the Impact of More Complete Server Information on.. - Wills, Mikhailov (1999)   (Correct)
(11 citations)
a page contains macro-instructions for inserting **dynamic** information [6]However, we envision that a
et al who propose an HTML pre-processor where the **static** portion of a page contains macro-instructions for
which serves as a composite object containing a **multimedia** of text, image, programming script, audio and
www.cs.wpi.edu/~cew/papers/tr99-36.ps.gz

Survey of Quality of Service in Mobile Computing Environments - Chalmers, Sloman (1999)   (Correct)
(10 citations)
static management of QoS iii) Techniques for the **dynamic** management of QoS iv) QoS issues relating to
to QoS management ii) Techniques for the **static** management of QoS iii) Techniques for the
computing systems, particularly to support **multimedia** applications. The advent of portable lap-top
dse.doc.ic.ac.uk/dse-papers/multimedia/QoS_survey_98-10.pdf

Preliminary Report on the Design of a Framework.. - Aeschlimann.. (1999)   (Correct)   (10 citations)
of heterogeneous resources and that adapt to **dynamic** changes in the status of system resources such
The content that the server obtains can be either **static** or **dynamic**. **Static** content is stored on the
other types of distributed signal processing and **multimedia** applications. However, our work is still
www.cs.cmu.edu/afs/cs/project/cmcl/archive/Remulac-papers/pdpta99.ps

Continuous Media Sharing in Multimedia Database Systems - Kamath, Ramamritham, Towsley (1995)
(Correct)   (30 citations)
Multimedia data can be classified as **static** or **dynamic** (also known as continuous) media. While **static**
services. **Multimedia** data can be classified as **static** or **dynamic** (also known as continuous) media.
Continuous Media Sharing in **Multimedia** Database Systems Mohan Kamath y Krithi
ftp.cs.umass.edu/pub/techrept/techreport/1994/UM-CS-1994-011.ps

Slim-trees: High Performance Metric Trees Minimizing Overlap .. - Traina, Jr., al. (2000)   (Correct)   (6 citations)

In this paper we present the Slim-tree, a **dynamic** tree for organizing metric datasets in pages of
presented in [3]All methods presented above are **static**, in the sense that the data structure is built
With the increasing availability of **multimedia** data in various forms, advanced query
www.cs.cmu.edu/afs/cs.cmu.edu/user/christos/www/PUBLICATIONS/EDBT_SlimTree.pdf

Network Adaptive Continuous-Media Applications Through .. - Kouvelas, Hardman.. (1998)   (Correct)
(15 citations)
to achieve required reliability. The **dynamic** nature of the Mbone delivery and membership
model does not allow for manually configured **static** schemes that work around congested links. The
Abstract With the deployment of the Mbone, **multimedia** conferencing is becoming a common practice on
cosmos.kaist.ac.kr/~krkang/mcast/papers/sot.ps.gz

Visual Information Retrieval from Large Distributed.. - Chang, Smith, Beigi.. (1997)   (Correct)   (16 citations)
nature of visual search, there exists a need for **dynamic**ally extracting and indexing features in order to
. Adaptability -Most VIR systems use a **static** set of previously extracted features. The
are used to generate the feature indexes. **Multimedia** Features -**Multimedia** content contains
www.ee.columbia.edu/~sfchang/course/vis/./reference-pdf/chang-smith-beigi-benitez.txt.pdf

Multicluster, mobile, multimedia radio network - Gerla, Tsai (1995)   (Correct)   (23 citations)

architecture which enables rapid deployment and **dynamic** recon#guration of a network of wireless evaluate the performance of the proposed scheme in **static** and mobile environments. Keywords: Journals July 12, 1995 Multicluster, mobile, **multimedia** radio network Mario Gerla and Jack Tzu-Chieh www.ics.uci.edu/~atm/adhoc/paper-collection/gerla-multicluster-winet95.ps.gz

Dynamic Management of Guaranteed Performance Multimedia.. - Parris, Zhang, Ferrari (1994)   (Correct) (26 citations)
To Appear in the ACM **Multimedia** Journal **Dynamic** Management of Guaranteed Performance **Multimedia** for the duration of the communication. This rather **static** resource management approach has certain To Appear in the ACM **Multimedia** Journal **Dynamic** Management of Guaranteed redriver.cmcl.cs.cmu.edu/~hzhang-ftp/MultimediaSystem94.ps.gz

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1 **Synchronization validation mechanism in multimedia document pre**
Wu Gangshan; Zhang Fuyan;
Systems, Man, and Cybernetics, 2000 IEEE International Conference on , Vol
8-11 Oct. 2000
Page(s): 810 -815 vol.2

[Abstract]   [PDF Full-Text (384 KB)] **IEEE CNF**

2 **All IP future mobile wireless access network; passive optical netwc
dynamic logical macro-cell, and IP multicast**
Lambertsen, G.; Yamada, T.;
Global Telecommunications Conference, 2002. GLOBECOM '02. IEEE , Volum
17-21 Nov. 2002
Page(s): 625 -629 vol.1

[Abstract]   [PDF Full-Text (394 KB)] **IEEE CNF**

3 **Adaptive power-fidelity in energy-aware wireless embedded syste**
Raghunathan, V.; Spanos, P.; Srivastava, M.B.;
Real-Time Systems Symposium, 2001. (RTSS 2001). Proceedings. 22nd IEEI
2001
Page(s): 106 -115

[Abstract]   [PDF Full-Text (1046 KB)] **IEEE CNF**

4 **Generating coordinated multimedia explanations**
Feiner, S.K.; McKeown, K.R.;

Artificial Intelligence for Applications, 1990., Sixth Conference on , 5-9 May
Page(s): 290 -296 vol.1

[Abstract]   [PDF Full-Text (584 KB)] **IEEE CNF**

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5 **Asynchronous multirate system design for programmable DSPs**
Kuroda, I.; Nishitani, T.;
Acoustics, Speech, and Signal Processing, 1992. ICASSP-92., 1992 IEEE Inte
Conference on , Volume: 5 , 23-26 March 1992
Page(s): 549 -552 vol.5

[Abstract]   [PDF Full-Text (296 KB)] **IEEE CNF**

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6 **Real-time data delivery for multimedia networks**
Gibbon, J.F.; Little, T.D.C.;
Local Computer Networks, 1993., Proceedings., 18th Conference on , 19-22
Page(s): 7 -16

[Abstract]   [PDF Full-Text (736 KB)] **IEEE CNF**

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7 **Effective courseware development**
Dospisil, J.; Jennings, A.;
Multi-Media Engineering Education Proceedings, 1994., IEEE First Internatioi
Conference on , 6-8 July 1994
Page(s): 375 -386

[Abstract]   [PDF Full-Text (788 KB)] **IEEE CNF**

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8 **A system architecture for flexible, knowledge-based, multimedia CBT-applications**
Langer, K.; Bodendorf, F.;
Multi-Media Engineering Education Proceedings, 1994., IEEE First Internatioi
Conference on , 6-8 July 1994
Page(s): 20 -29

[Abstract]   [PDF Full-Text (792 KB)] **IEEE CNF**

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9 **MARC (multimedia application for radiologist communications)**
Casademont, J.; Paradells, J.; Sallent, S.; Borras, J.; Garcia, J.;
Electrotechnical Conference, 1994. Proceedings., 7th Mediterranean , 12-14
Page(s): 1230 -1233 vol.3

[Abstract]   [PDF Full-Text (544 KB)] **IEEE CNF**

10 **Performance evaluation of a distributed multimedia database syst broadband network**
Yeap, T.H.; Karmouch, A.;
Electrical and Computer Engineering, 1994. Conference Proceedings. 1994 C
Conference on , 25-28 Sept. 1994
Page(s): 260 -263 vol.1

[Abstract]   [PDF Full-Text (276 KB)] **IEEE CNF**

11 **Nonpreemptive scheduling algorithms for multimedia communicat local area networks**
Eun, S.; Kim, J.; Kim, B.; Yoon, H.; Maeng, S.R.;
Network Protocols, 1995. Proceedings., 1995 International Conference on , 7
1995
Page(s): 356 -364

[Abstract]   [PDF Full-Text (836 KB)] **IEEE CNF**

12 **Hard real-time preemptively scheduling with high context switch**
Echague, J.; Ripoll, I.; Crespo, A.;
Real-Time Systems, 1995. Proceedings., Seventh Euromicro Workshop on ,]
1995
Page(s): 184 -190

[Abstract]   [PDF Full-Text (544 KB)] **IEEE CNF**

13 **The experience of a UPS company in advanced battery monitoring**
Cun, J.P.; Fiorina, J.N.; Fraisse, M.; Mabboux, H.;
Telecommunications Energy Conference, 1996. INTELEC '96., 18th Internatic
Oct. 1996
Page(s): 646 -653

[Abstract]   [PDF Full-Text (636 KB)] **IEEE CNF**

14 **Principle and technique for encapsulation of user control and data information in separate frames**
Chooi-Tian Lee; Harris, J.W.;
Local Computer Networks, 1996., Proceedings 21st IEEE Conference on , 13-
1996
Page(s): 384 -393

[Abstract]   [PDF Full-Text (928 KB)] **IEEE CNF**

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